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Duo Molten Mega Death!

THE WEST END

CONSUMER
PARADISE?



THE DANGER OF VDU'S

As Lethal as a Maniac
with a Chainsaw?

Wind Walker

Search for the Titanic

If there's no cassette on this cover
ask your Newsagent where it is!



EXCLUSIVE!

The World's
First
Scratch
and Sniff
Previews

ISSN 0269-8277



0 0269 8277

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- Full feature Commodore 64/128 software.
- Provides your 64/128 to a range of full time business functions.
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The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

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- Connects full size printers for the parallel port of your 64/128.
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- Inserts into the slot "uniquely" program.
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- Will accept three cartridges in its high port (HCB).
- Reliable, tested, easy to use.
- Fully featured.
- Mounts hardware and can reduce safety loss.

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- The Advanced Music System is probably the best MIDI/musical package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Dattel MIDI Interface and you have the **TOTAL MIDI SOLUTION!**
- KEYBOARD MODELS:** - has the a vast potential for music. All the features you would expect.
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- EXPANSION MODELS:** - allows large musical compositions to be expanded from up to 128 files (including 128 files) - allowing Tempo and Beat expansion (128 files).
- ADVANCED MUSIC SYSTEM:** - allows you to use your music to a range of systems including Commodore and Apple computers. (Must be used to connect and can also be used to 64/128).



FREE MIDI CABLES





ON THE TAPE

64 COMPLETE SOFTWARE

Cellrator - previously published in CDU
Blasball - previously published in CDU
3 into 1 Plus - previously published in CDU

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LE FRENCH CONNECTION.



TINTIN ON THE MOON

Here we go again with another VC compo, this time one of Infogrames. And we're not giving away one game to the first prize winner, we're not giving away two, we are in fact giving away NINE games (Infogrames just nine released) to one lucky winner. And there are 10 copies of Tin Tin on the Moon for runners-up.

All you have to do is answer the following three SIMPLE (so easy even Action could do them) questions from the answers supplied, and write them on the back of a sealed envelope (or postcard) and send it, by April 30th, to:

French Letters Compo,
VC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP3 7SL.

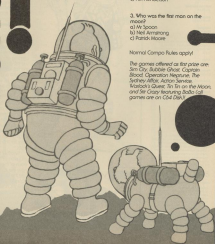
1. What is the name of Tin Tin's dog?
a) Snowy
b) Eric
c) Moustapha

2. Who invented Tin Tin?
a) Alfred the Baker
b) Hergé
c) Bill Henderson

3. Who was the first man on the moon?
a) Mr Spoon
b) Neil Armstrong
c) Patrick Moore

Normal Compo Rules apply!

The games offered as the prize are: *Sim City*, *Bubble Ghost*, *Captain Blood*, *Operation Neptune*, *The Sydney Affair*, *Action Service*, *Warlock's Quest*, *Tin Tin on the Moon*, and *Mr Gray* featuring *Badda Ball* games are on *Cd4 Disk*.



DATA

*Music in your
car with the Stereo!*



▲ *Furby Formula One*

Just when you thought that Electronic Arts had abandoned the old faithful, *Furby Formula One* pops up. Not only that but it promises to be the biggest, bestest version of all.

It features loads of goodies and lots of off-road strategy with the pure thrill and excitement of driving

a *Furby*. Everything that you can think of is included, like 16 different tracks, a comprehensive workshop feature, and many other competitors that come on your horizon. I would say *Over*, but that's so 80's.

It costs £9.99 for the *Cassette* version and £14.99 on *Disk*.

SEARCH
AND
SEIZURE



▲ *Furby Formula One*



THE INCREDIBLY FUNKY SPEAKEASY CHART TOP 30 COMICS

1. *Legends of the Dark Knight* 3 (DC)
2. *Marshall Law Takes Manhattan* (Epic)
3. *Viz* 59 (John Brown Publishing)
4. *Arkham Asylum* (DC/Titan)
5. *X-Men* 258 (Marvel)
6. *Gotham by Gaslight* (DC)
7. *Hellblazer* 25 (DC)
8. *3000AD* 656 (Fleetway)
9. *Excalibur* 19 (Marvel)
10. *Detective Comics* 611 (DC)
11. *Justice League Europe* 10 (DC)
12. *X-Force* 50 (Marvel)
13. *Excalibur Special Edition* 2 (Marvel)
14. *Aliens* Vol 2 No 1 (Dark Horse)
15. *Predator* 3 (Dark Horse)
16. *Hellraiser Book 1* (Titan)
17. *Runther War Journal* 14 (Marvel)
18. *Sandman* 14 (DC)
19. *Spiderman* 320 (Marvel)
20. *The Eagle Man* 1 (Warrior Press)
21. *Avengers Silver Coast* 54 (Marvel)
22. *Wolverine* 20 (Marvel)
23. *Punisher* 30 (Marvel)
24. *Sandman* 12 (DC)
25. *Legends of the Dark Knight* 1 (DC)
26. *Justice League America* 35 (DC)
27. *3000AD* 657 (Fleetway)
28. *Topping the Vein* 2 (Eclipse/Titan)
29. *Swamp Thing* 91 (DC)
30. *3000AD* 656 (Fleetway)

Chart supplied by
SPEAKEASY - the *Organ of the Comics World* from information supplied by comic shops nationwide



...and the new League Manager, the latest in the new breed of football manager, Marshall Law, who has taken the top job at Low Manhattan, the largest football club in the world.

...and the new League Manager, the latest in the new breed of football manager, Marshall Law, who has taken the top job at Low Manhattan, the largest football club in the world.

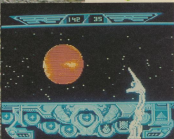
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...and the new League Manager, the latest in the new breed of football manager, Marshall Law, who has taken the top job at Low Manhattan, the largest football club in the world.



A 'LOW MANAGER' left to put a team on it



A. CAPTAIN BLOOD - Now being released for about the price of 7 bits of spirit!

SCRATCH AND SNIFF



Who's the grumpy one?



DATA



4. ...it's on the stand!



HI COMPUTER INDUSTRY KARMA OUTRA



4. It's - it turns, it finds and it bores, but does it BT? (Note: Single is about to find out)



4. Hot Sheep (aka Jeff Miller) caught in McDonald's (Sheep everywhere, that's to count)



4. We reckon BT looks like Adam West - if you look like someone send in your photos soon

Those busy little bods at Activision, despite recently losing Amanda Bory, have been working double extra overtime. Two games are coming our way pretty soon, and they both sound crispy hot poogie stuff.

Hommerist is based in the future - seldom are games based in the past - when men are really Cybermats, women are real Cyberbouts and Cybermats are pretty much like real men and women. Other than acting really funky, exciting and utterly def (what?), you must punch, kick, maim and less (the Glasgow Kiss, that is) your way through many mutated beings for very little reason indeed.

Sonic Boom needs little introduction as a) it is vertically scrolling shooty, b) it is based on the Sega coin-op of the same name and, c) because it features little more than average action. Should be a good blast anyway.

They'll both cost around the £9.99 mark for the Cassette and £14.99 for the Disk versions.

PROGRAMS GALORE

Commodore Disk User is a monthly magazine released specifically for C64 and C128 Disk Users. At \$2.75 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

The following programs are featured on the April issue disk:

Dot Prompts/HI Line Bars - Two handy input routines

Demos in Basic - You don't need M/C for impressive demos

Characters to Sprites - Transform your UDG characters to sprites

Font Factory - Complimentary program Characters to Sprites

3D Test Machine - An impressive visual display

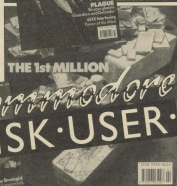
Screen Enhancer - Another utility for creating impressive looking screens

Spreadsheet 64 - Our first spreadsheet making use of the MECOS environment

C128 Collection - Three programs for all the C128 users

April's issue of Commodore Disk User will be on sale from Friday 22nd March 1990.

DISK USER



Post APOCALYPSE?

With a moniac at the helm, one wonders why people write in (I suppose Points of View has never had any problems). Post Apocalypse is no Ann Robinson, but get those pencils out for the man with more than the average weapon store...

Help!!!

Help! I'm going batty!! Like anyone got a copy of 64 Top Computing issue 7. It includes an excellent football game called League Soccer. If anyone, anywhere has a copy of it, or knows where I can find one could they please write to Neil Mayhead, 208 Nelson Road, Gillingham, Kent, ME7 4LL. Thank! Neil Mayhead Kent

PA: I think that letter says it all. Can anybody lend a hand?

LOADSASH

I have had my C64 for a year now and I have been reading Zap, but one day I picked up a copy of YC and was pleasantly surprised. I was amazed to see that the mag only

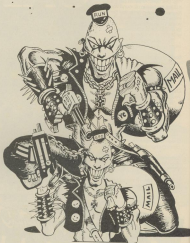
costed for the 64, unlike Zap and CU, and it hasn't converted to the superior Amiga.

I liked the idea of having free computer games on every mag, but I think the price is way too high, and if you lowered it you would get loads more readers. Jason Ross, (BPPC-30)

PA: We said we need more readers! Anyway if you wish to

compare us to Zap, they are now priced £1.50, only 45p less than ourselves. 3-4 games for 45p can't be bad.

Glad to see you liked our lethal dose of funkiness though, and as the only dedicated C64/YC388 mag around we hope to cater for your specific tastes every month (as long as you like chairwaves, death and mayhem).



Hysterical History

You know - it's not often that you find a startling piece of historical data in a computer mag, but on page 14 of December's issue, the *Strain Across Europe* review states that Hitler launched his blitzkrieg against Poland in Sept 1945! Just goes to show how time and all those cobwebs covered historians distort the facts! I hereby claim my free copy of *Strain Across Europe*, or was it Axis?

Anyway, the real reason I am writing is to thank *US Gold* for being so prompt in helping me out with the problem with *Curses!* I like *Azure Bonds*. Many more! Thanks *US Gold* it is greatly appreciated.

I am delighted with your magazine, which I have just started getting on a regular basis. I used to subscribe to *2600* but it was too banal and written so childishly I couldn't bear it anymore!

One possible move towards making your mag even better, how about producing tips and/or maps for some of the excellent role play games such as *Bonds*, etc.
Col M Kemble, DPO 38

Hi, I'm glad to see that one person is grateful of helpful companies (I'd like to bomb the buggers, myself). As for tips and maps, we do dear Cpl, we do!

YAWN CITY

As a reader of "Your Commodore" for many years, and of the old "Your 64", I have noticed a big decline in the last few months.

I buy a computer magazine to read about computers - if I want to see photos of pop stars or read about movies I'd buy another sort of magazine. As your magazine has now turned into a games magazine I shall no longer be buying it. It has to be kept buying Commodore Disk user, CD and Computer's Gazette.

I'm sorry to see "Your Commodore" leaving the 'serious' side of computing, but I suppose after so many years you've run out of material.

Sorry I can no longer be one of your readers.
MR Taylor, Dorset.

Hi, And don't worry you get it if you make a mag completely rubbish. At

least Mr Taylor is being sensible and buying *CDU* (the wickedest 'serious' mag in do world).

It wasn't because of 'material' more (we've more hot material than a large lingerie shop), but you're a dying breed and I think we've realised before you!

ZAGGY Mc NANEY

I have just purchased the first copy of your new look mag and I am happily saying it's brilliant. All the reviews are very good and I have no complaints at all. But do have a few suggestions.

1) Why not give ratings for presentation, graphics, sound, playability and value for money, instead of just giving an overall mark. As for nearly all mags are using the same news stories and I think this is the best way to attract and interest many readers, will agree with me on this point.

2) I think you should have previews of games that will be reviewed in your next issue.

3) Try to get more about screenshots of the games reviewed.
Dorset, Wiltshire, Wiltshire

Hi, Ye' Buzza, a geezer who knows what's happening! We talked over your suggestions with do Ed and we have come up with three don't want to gloss over the facts, or break them down. We want people to see if a game is good or not from the off, it's more in depth analysis required, read the review, sign what else for. 2) We do now (almost) in do DATA pages, even with Scratch and Sniff. 3) We're working on it (I bet you knew I'd say that)

But THANK

Before you changed your image, and name to PC, you used to be called Your Commodore. I personally hated Your Commodore, and never bought an issue until December. I love your NEW image and I think it's good, although I think that one day one of your reviewers will spoil it, like the last ever Your Commodore.

It was spoiled by the review of

Edman by Tony Hetherington who greatly underrated it. I don't know what he was doing when he gave *DEM 3610* He MUST be mad!

BIM is simply one of the best C64 games around in presentation, graphics, sound, and gameplay. The swinging eye effect was a great idea in the 1st and last levels, which made it a million times better than a 'boring shoot-em-up', as Your Commodore so kindly put it.

I loved the BIM game (I'd never have guessed - RW) and I will do, and as you can see I'm not the only one. C-64mag gave the C64 version 95% (a C-64 HIT), *EGAP* gave you 5 stars in the magazine? - RW gave it 95% (a gold medal) and CD gave it 50% (a CD Screen Star).

I'm not saying these mags are better, but they were certainly better than your old mag, and gave the games more of a thought.

But they clearly no means better than your new mags. I hope that's all right. I think you will not spoil it.

Now that you give games a chance with your new image I am happy. I do hope that this is a trial and not a time I have to grumble. Thanks back to you.

Oh & by the way I know that you may think I'm a bit old. But was understood. Old German I call it. I'm not, but I'm not. I just know when I see a good game, which is not often.

Hi, You're also plenty fast. Don't be the Goggles, But Banana. But there's nothing wrong with that. For ever the Ed had a bit of Mrs. Darling under his pillow (I presume it's because she was Miss Vile in *Bar Bitch*).

Another just about wraps it up for another month! What's brown and keeps growing? A Doornhouse in a garden! (What else could it have been?)

Write to your favourite Maiming Madman at...

Post Apocalypse
Small Hole Under RW's Desk,
YC,
Angus House,
Boundary Way,
Hemel Hempstead,
HP3 7JT.

COULD YOU BE A PR GIRLIE/ GEEZER ?

Have you got what it takes
to hassle journos into
reviewing your games?

Could you be the next

Lesley Manford, Danielle
Woodyart, or Devery
Gardner? Try this simple
quiz and find out!

1. Do you know anything about
computer games?

- a) Yes, loads!
- b) A little about Pacman.
- c) Nope, fuggit all! What is a computer?

2. You have a joumo coming to
your office. Do you...

- a) Take him/her to an incredible
restaurant for a slap-up meal?
- b) Take him/her to the pub for a
few beers?
- c) Offer him/her a glass of milk and
a wholesome digestive?

3. Your latest game is sponsored by
a famous personality just arrested
for drink driving and an industry
hack asks you for a quote. Do you...

- a) Mumble "Do we do that
game?"
- b) Gulp "There is absolutely no
alcohol in the game! Ho! Ho!"
- c) Whisper "The £100 is on the
way!"

4. You have arranged a press
conference for your company's up
and coming release "Ninja Death
Blades with Antisoak!" and you
decide to dress up in a wacky
costume as a gimmick. What do you
wear?

- a) A kung-fu teen tough nightdress.
- b) A Ninja Death Blade outfit.
- c) Your best nightdancing gear.

5. You have been offered the cover
of "Your Cucumber" on the grounds
that you do naughty things with the
edible, a large mag, and industrial
cleaning fluid. Do you...

- a) Insist on a 99% score rate!
- b) Refuse, a cover is not worth THAT
much?
- c) Include a few more household
items to the list?

6. At the European Computer Trade
Show your boss keeps over in the
bar in a drunken stupor. Do you...

- a) Lummage through his/her
pockets for drink money for
yourself?
- b) Pick him up and apologise to
everybody present for the
embarrassing situation?
- c) Take photos and send them to
"Your publication"?

7. It has been commented in one of
the top mags that your press
releases are boring beyond belief.

- How do you "pass" them up?
- a) Use left-ear for the headline.
- b) Hire an incredibly famous comic
imp. offer to illustrate them.
- c) Use words like "blef", "sad", and
"existentialism" (not a funky word,
but bloody impressive!)



8. After a promise of a high score in exchange for an "exclusive" review, you realize you have been tipped off and the game only gets 24%. Do you...

- a) buy a chainsaw immediately?
- b) sue the editor?
- c) revoke the game so that the ad will look like a goof?

9. It has recently been revealed that you have been writing software reviews for magazines under a pseudonym. Do you...

- a) ...carry on writing reviews of your own games under the name of *Duncan Duane*?
- b) ...resign immediately and become editor of *Esq*?
- c) ...admit you were wrong and that you'd never do it again?

10. Your company's latest game, "Big Wobbly Ones from Mercury," is the worst game ever seen. How do you *propagandize* it?

- a) You call it "The most original pebble of software ever seen on a home computer!"
- b) You call it "The best game since *Re-Mountain (aka Simulador)*!"
- c) You resign and become a sanitary adviser (see crop to handle).

SCORING

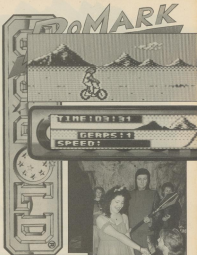
Just look up your scores then add them together to find out if you could be on the other end of our phone lines!

- | | |
|-------------------|--------------------|
| 1. a=10, b=5, c=0 | 6. a=10, b=0, c=5 |
| 2. a=5, b=10, c=0 | 7. a=0, b=10, c=5 |
| 3. a=0, b=5, c=10 | 8. a=10, b=0, c=5 |
| 4. a=0, b=10, c=5 | 9. a=5, b=10, c=0 |
| 5. a=10, b=0, c=5 | 10. a=0, b=5, c=10 |

YOU SCORED

50-100

Wow! You know so much about the computer games industry you must be either cheating or *Mike Henderson* (or both). *PR* is definitely NOT your scene; you know far too much about games and marketing. You have just the right blend of common sense and immaturity to become a *journalist*.

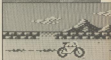


50-75

You are the perfect *YC* reader. Unfortunately you are too clever to become a *PR* person, and too moral to enter the world of games reviewing. Stick to buying the magazines and who knows, maybe one day you'll own your own chainsaw!

0-25

The score is so pathetic that you could only do public relations. The good news, though, is that you have just the blend of lack of wit and banality to succeed in this profession. In fact, you are so dim-witted that I should imagine software houses will be climbing over each other in eagerness to sign you onto their books.



74%

NINJA WARRIORS



1. I didn't know Ninjas glubbed!



2. They don't jaded in real life!



3. I suppose old Ninjas might glub!

Supplier: Virgin Mastertronic
Price: £9.99 Tape, £14.99 Disk

When you get to the top, there is only one place for you to go and that is down, unless of course you are of an evil persuasion. Then you can kill the opposition and

crush the masses to stay in power indefinitely. Taking the lesson to heart, world president Bangler gave the world reason to hate his name. During his systematic crushing of the masses Bangler made one

big mistake and that was doing the budgets of the Mulk - a research scientist. Using the rock and stick of his disposal, the disgruntled Mulk created two remote control killing machines, one of which you find yourself controlling a terror for world freedom and bigger grants.

So it was a surprise there a robot ninja on the rampage. A black, slim and a throwing stick in the hand and the opposition is routed. Rogue police attack from all sides with blades but a quick dash and a ribbon of blood decorates the air and they all come tumbling down. To avoid that heavy crush you can sometimes push the heads of the opposition into the road. When comes into a dark tunnel faced with the robot army. Sharp shooters defend this deadly hall and only a well timed jump or duck saves you from destruction. Occasionally a soldier with a gun launched grenade appears. Changing the character has its disadvantages as you are likely to head but the not coming make it a risk to your destruction.

Just when you thought you had the opposition covered they throw something large and noisy at you. As you charge through the street being chased to all you encounter, double barrels will teleport in to surprise. The most deadly yet noisy is the muscled spider. Inevitable, this monstrosity takes a lot of killing and is more than capable of taking out the hero. Other nasties include tanks which are invulnerable except for the turret who slots his head out of the turret and dog, who in their eagerness take chunks out of the hero and throw their lives away as they head to the danger also making noise.

At the end of the level you encounter something new, bigger than the previous nasties. On level one this is a small woman with a big sword and on level two a man with a gun blazing. You only have one life with which to complete the game. You lose the life if the robot's energy level hits zero. If you do survive a level you start the next with a full set of energy cells and if you don't you can always fall back on those three credits in the machine. A final plus to the game is the top screen has two players who slaughter them, action, action.

The release has coincided with the release of F-16 Combat Pilot from Digital Integration. But will it live up to the standards set by its rival? Fighter Bomber is

toggled with a single key. There are only two different display panels: the weapons and navigation data.

Without doubt the most impressive features are the various views of the plane,

67%

FIGHTER BOMBER

most definitely not on the same scale as Combat Pilot. It is almost a watered-down version.

The basic objective is fairly simple. Various on-screen menus give you the option of seven different aircraft. All have good and bad points and not all are suitable for all of the missions.

Once a plane has been chosen, you must then select a mission. There are not as complex as in F-16. However, they do vary in size and difficulty. Information is available about the mission or you can alter or plan your route.

Then you are sent to weapons selection. This is very similar to F-16 but not as detailed or varied. Once you're done here you can get out to the runway. The graphics in Fighter Bomber are an attempt at combination of wire frame and solid 3D. Technically they work, however, the inclusion of filled in graphics makes the screen update painfully slow. The missiles are done in realistic perspective and slide off into the distance. Bombs are invisible but crunch into the ground on impact.

The control system works extremely well. The numerical keys are used to put on the thrust, in increments of 10%. This allows ease control of power and the afterburner. Other controls include the normal undercarriage, sudden and airbrakes. Weapon selection is simple, being

Available by selection are views from the control tower (acorn) in and our camera style), the view from above, from behind or the side. These are all controllable. There is also a weapon's eye view and an enemy plane view. These are all very effective and filled in.

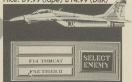
The missions are on the more part difficult. This is partly the idea but mostly the fact that the game is so slow. The impression of speed just isn't convincing at all. Flying towards a fixed ground feature seems to take forever and they aren't that interesting when you finally get there.

Dogfighting is a difficult yet challenging part of the game. The enemy planes are at no advantage to you in terms of speed. As usual in these games, though, the plots are tough to detect or close range.

Fighter Bomber just seems to lack the necessary depth required for simulation games to be successful. The programmers have concentrated too much on the different views and graphics. Instead they should have tried to cut down the movement time. As a result, Fighter Bomber pales into insignificance in the light of F-16 Combat Pilot. Amvision would have done better by avoiding the simulation and making the game more of an arcade type. Still, a nice attempt. **ACC**

Supplier: ACTIVISION

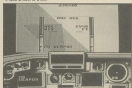
Price: £9.99 (tape) £14.99 (Disk)



« Death - jet shopset!



« With a slow to a kill!



« This rock is the pilot!



Sixty tons of steel come rolling down the highway of hell with you at the helm. The enemy come head-on guns blazing and only skill and more than a little luck will see you through the day. If you prove your worth unaided, enemies lie before you, but flush out, and you die, when the steel starts rolling there are only winners.

Getting your hands on the latest American hardware can prove a little expensive, not to mention dangerous, so settle for the next best thing, *Steel Thunder*. You can choose between four types of tanks to explore three countries in twenty-four missions. Plumbline across foreign landscapes, letting rip with your cannon is a gratifying experience which is all too soon ended when the enemy return, then and you find yourself painting a pile of scrap. This is not an arcade game but a full blown open simulation with

lon. of dying (usually done
for yourself)

The ever-cheerful (saint?) commander dives out the window with relish. You select the country (Cuba, Spain or West Germany) and like a

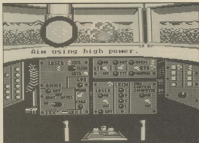
Winkler, Amanda

Prices: £9.99 Tape, £16.99 Disc

conquer's side, the missions appear before you. After selecting the killing ground you choose the hardware: a M4A1, Abrams, M240, M2 Bradley or the M1A2C Patton. Each tank has its own specialities, so before selecting the vehicle for the mission it is best to look up the tank specifics in the user manual. You have your machine, now you need the crew. Apart from yourself you need a driver, a gunner, and a loader. For each job you are presented with a list of

possible troops complete with slots. Your job is to choose the team that will get the job done. One last procedure to follow before hitting the action and that is the armament. You can go with the preconfigured tank or customize it for your own style of fighting.

Now assembled, you run through the final check before turning the ignition key to flame and glory (and possibly (army rule for most likely), death). All systems check so you run through the rest. (1)

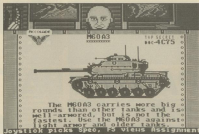
[illegible]

Thunder

sequence, switching on the engine's rumble motor and aiming the smoke grenades. Go to the map, plot your course and tell the driver to roll.

You can switch from gunner, driver and command positions of the tank but a player with faith in their crew can issue the orders and lay back. When the tank starts to fall you know you have arrived. Lay down the smoke and switch the gunnery screen, the gunner loads the ammo you have selected and either you or the gunner can let go with those explosive shells.

The view from your tank is limited, taken up mostly by the cross hairs and gauges. When you do encounter another vehicle or bunker the graphical

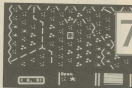


4. I let the engine be called Thomas

image is limited but the target computer can identify objects to avoid wasting your own troops. **A2**

'Gee, a map, I do love it! It's resolution graphics, don't you?'

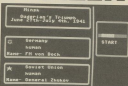




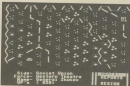
A briefing staff follows



PANZER



A Germany 1, Soviet Union \$5,000,000



A vastly different map from the one above

77%

Supplier: SSG
Price: £19.99

Panzer Battles is a tactical game from SSG, using the Battlefront system. You get the choice to build one army from ten non-death dealing machines. There are six ready-made battle strategies. These are based on real life battles so you can rewrite history. These battles are based in *Minsk, Moscow, Kharkov, Rzhev-Vologda, Leningrad, and Stalingrad*. The strategies are all a bit hard to play as they are so good.

Each battle is in depth and a complex strategic problem. Units can be given orders to move, fight, retreat and reinforce. Each side seeks to eradicate the enemy. The various battles have different skill levels, Moscow being the easiest. Control is in the form of menus. Each menu interface with several others giving a branch effect. This means that every control can be accessed via the one menu. Thus the need for loads of controls is dispensed.

There are several unusual options available in Panzer Battles. The map on any one of the six battles can be completely redesigned. Also redesignable are the icons themselves. So if you think that you can do better than SSG's graphic designers then you can prove it.

There is a plethora of information available to

the budding general. This goes as far as the weather forecast, the time and date. There are 12 different orders you can issue. These include deploy, defend, assault and support. Once you have set up your commands you can see the latest set of orders. You sit back and watch the fun begin!

Your forces are represented by regiments or formations. There is a power add, a bonus report can be obtained. Once you read but your finger it's the real war. You're left in the dark as to what's occurring on the field. After each turn you get to re-issue orders but make a mistake and you can't change your mind. The manuals are both very comprehensive and helpful. The first covers the Battlefront system and explains each SSG menu step by step. It also tells how to redesign the various graphics.

The other manual takes you through a typical turn of the Moscow battle. This is very useful for getting into the game when first playing. At the back there are detailed breakdowns of each battle, including notes for the player's assistance. The battle editing system lets you either rebuild a battle from scratch or change an existing scenario. This means the game holds a longer lasting appeal for the player.

The graphics are well done but not superb, but that's what you'd expect from a wargame. There is a definite long term challenge in this game. The designer is a great boost to the lasting interest. This also makes it better value for money. For fans of wargames this is the ultimate. For non-fans this is as interesting as having with a chance Strategos. Check it out.
ADD

WINDWALKER



Supplier: ORIGIN
Price: \$49.99 Disk

Kantan is a strange, fictional Oriental world. In Kantan, Good gives way to Evil and Evil to Good. The being the natural order of things, you, as the Good guy, have been called in. Your master Mokuba has detected a new, great Evil in the world. You must join in the disciplines of armed and unarmed combat. Once fully competent in these arts you must then go forth and force the Evil to submit.

Your training can be as long or as short as you wish. But you'll soon discover that thieves get the living delights extracted from them. Thus it is a good idea to spend as much time as possible training. The training consists of fighting a number of select opponents. These all look remarkably similar, like figures armed with knives. You have no combat them in alternate bouts, with a quarterstaff or bare handed.

You have six moves or

your disposal, with kicks, scissor-kicks and punches. The enemy is quick and sharp wined but can be defeated with practice. Once it bout is over you can reflect on your experience. This shows an action replay of your bout, including all the painful beat. The graphics in this section are monochrome but quite nicely done. My main quibble with the combat was the lack of realistic sound effects. A few bleeps doesn't do some of the moves and blows justice.

If you feel that your training is complete, you can venture forth. Mokuba gives you fair warning if he feels that you're being too hasty. This won't stop you but may give you a quite complicated. Once out in the big wide world you're on your own. Should you be beaten senseless then it's for real. Of course, you'll be resurrected, won't you...

Along the way you'll encounter various types of people. These might be thieves who threaten you. Of course you're not handing over your cash, so combat is the result. Other people are not so evil, and will tell you useful information if successfully communicated with. Don't forget your codes of honour and talk to a lady in a stoned temple though.

Doned around the place are junks. These little beasts are useful for ripping you around the various islands. There are huts, hovels, temples and shops for you to visit where you can glean more information or objects to aid your quest. As to quite what the quest is, well, it's to defeat Evil, isn't it? Well, Thuring has named your



1 Don't turn your back on me, postcard!



2 Don't mess with this game!



3 From this shot you wouldn't think that the game is just

mutinous. He's employed an Alchemist and led a small army of monks. Nothing much really. Of yeah, the Alchemist has raised a few evil spirits without the sacred temples with.

His him. A her! It's a never done. Rescue the girl, beat up the badies, annihilate the Alchemist

and aplot the apits. Exploring the world is boring, all best and very slow work. This makes the prospect of facing a long term challenge overwhelmingly awful. Yeah, As Mokuba says, if you want excitement, get the action fix. Windwalker is a great cure for insomnia. ACC

JACK NICKLAUS' GREATEST HOLES GOLF

70%

Supplier: ACCOLADE

Price: \$16.95 Disk \$9.99 Cass

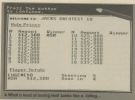
Jack Nicklaus is the special secret of the famous golfer's latest hit to home to a program. Perhaps he should be to playing real golf. Technically the game is the best golf game yet. Unfortunately it lacks in the playability department.

There's nothing really wrong with the game itself. You have a choice of three courses to play, including one which consists entirely of holes put together by the golfing legend himself. At the end of each he pops up with some incoherently interesting commentary. The first shot is a "tee shot". Perhaps this is meant to irritate you? To hear it sound as if the program writers were trying to convince themselves that their holes were well done.

At beginner's level, the

club gets selected for you. The more challenging - or stupid - amongst you can still change the selection through. Then your angle can be altered. Hitting the ball is achieved by the now much used formula: one press to get the swing, another to stop the power and a third to set the snap. This determines how far the ball flies and whether it hooks to the left or slices to the right.

Being whacked, the ball dutifully flies in the desired direction. The graphics are not absolutely amazing, but work pretty well anyway. Once all of the players have had their turn, the screen updates to the furthest ball, the hole. This is where the gameplay is let down, because it takes about 10 seconds to view a view. This means an awful lot of waiting around for your go. On an 18-hole course



A shot is made at hitting ball looks like a hitting...



A the oldest 'golfer' is found

Game

- ☐ Two players
- ☐ Three players
- ☐ Four players

Game play

- ☐ One player
- ☐ Two players
- ☐ Three players
- ☐ Four players

Use the joystick to move.
Use the button to select.

1. JACKS GREATEST 18

As if Jack isn't a lousy
man!

with an average of five shots per hole, makes for a fairly enjoyable transfer player.

It's a shame because the game itself feels really well. The clubs feel realistically, the ball flies well and truly, and the courses are quite interesting. There's a choice of 36 holes and 36 players (like the real thing) and the match is the player round the course in the local members of Jack.

Some play a game for the capital prize. Each hole is played in two parts. The first hole features a longer prize than the first hole. Should two players have a hole together and one then the other for the hole is scored out to the next. The winner is the player who accumulates the greatest amount of money.

The graphics are divided into some golf games (like the real thing for example) but the ball is more realistic. Sound is used in a more realistic sleep and burp. The inclusion of this play

makes a nice change, and having a choice of three courses is nice. What a pity that Accolade could not have speeded up the update time. Still, a good game for golf enthusiasts. Anyone else might have been asleep by hole six, ACC.



Watch out you'll lose your ball down that hole!



As the skills are certainly lagging!

SEARCH FOR THE TITANIC

Supplier: CRL

Price: £19.95 Disk



FUN * 1

▶ **86%**



Year	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099																																																																																																																																																																																																																																						
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4. The rate of the hydrolysis is equal to the reaction of the monomer.



© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

fuel, food and water. The length of the trip and the number of crew have to be taken into account. Resentment for fees include seats, a ship's doctor and, of course the captain. Be careful not plan your trip well because you can run out of supplies in the middle of the ocean.

Once your expedition is fully planned and passed by the government you can set off. There are three scales of map which can be planned in or out of. The smallest scale is useful for negotiating small gaps in the land, whilst the largest helps for planning longer terms. The week you have chosen will be highlighted and you must see your ship rewards if

Assuming you get these in one piece, you can go into exploratory mode. It lets you send your divers down to the weeds. They can either search for objects or map out the floor. This action of the game takes a very long time and rightly so. The divers need to rest when they've returned to the surface. This is to avoid getting the bends (Goed)

Once you've found the weeds, mugged it out, and perhaps found some measure, you can return to point. The success of your mission is reflected in the increase in your reputation. The better the mission the greater your reputation. This, it becomes easier to take a point and so on.

But the *Travis* is a great game. In some ways, *Changeling* is a more beautiful-looking, if potentially unplayable, than *Travis*. You, the player, go for the Travis. *Changeling* films, books and pretty much anything. Buy it.

If you were envious of the team who found the real Titanic then now's your chance to have a go yourself. Search for the Titanic; let's you do just that. Of course you'll have to find a few other vessels first. This helps to develop your reputation as well as your technique. The best expeditions are well planned and yours can be no exception.

Every stage and detail must be planned carefully. You start with \$10,000 and this must rent, equip and man a ship. There are several ships available to rent. They all vary in condition, size, capacity and speed and thus in cost. Specialist equipment is very costly and will certainly be out of reach for your first mission.

to raise more money, you will need to negotiate a grant. There are lots of companies and corporations to approach. They are all interested in different aspects of the credit. Each lender is pitched on the various aspects of the credit. The most important part of the business plan is the financial statement. It will go for your reputation, which goes at

The *Journal of Management Education* is a peer-reviewed journal that publishes research, theory, and practice in the field of management education. It is published by the American Management Education Association (AMEA) and is available online at <http://jme.sagepub.com>.

TIN TIN ON THE MOON

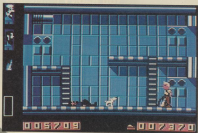
What can a little boy and a dog do in deep space together? Go take a cold shower and wash your brains out with soap, that is a family adventure. Tin Tin the ex-National Front member is aiming for the Moon and only some dodgy gameplay and the dastardly Colonel Bort stand between him and success.

After a brief countdown (interrupted by any of the standard computer failures and bad weather) the ship launches and the adventure begins. There are five sections to complete before landing on the moon, unfortunately all five sections consist of the same top sub-game.

The first sub-game sees our intrepid hero, plus going rocketing through space, their shiny red space ship. As you blast through the

Supplier: Infogrames

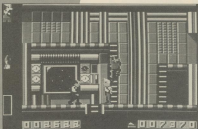
Price: £9.99 Cass £14.99 Disk



▲ Tin Tin - after Super Bull (Infogrames)

void your energy depleted at an alarming rate. The only way to improve (and/or increase your energy level) is to collide with the mysterious yellow spheres which hurtle towards you. To complete the level you must collect a set number of the equally mysterious red spheres which behave in a similar manner to the yellow ones. To complicate the otherwise easy task the spheres are interspersed with a variety of coloured asteroids. Hit one of these and your ship tumbles out of control for a brief period and a sizeable chunk of your energy is depleted.

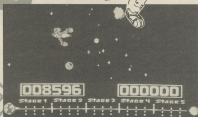
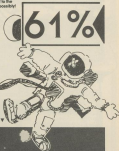
Collecting enough energy is vital to your success for in the second sub-game your energy will decrease but there is no means of collecting more. In the second sub-game you find yourself inside the ship. Here you must locate and revive your companions, fight fires and defuse bombs planted by the Colonel Bots. To achieve these tasks you dash from room to room, up ladders and along platforms. Four fire-alarm loud alarms on the floor, ringing over the revives, mean to defuse a bomb you've over-stayed to complete the level you must locate the fire extinguisher and close the flames. In some rooms you find corridors and less on unreachable platforms. To reach the unreachable you hit P1 and the computer aims off the gravity, when over your target hit P1 again and you plummet downwards, hopefully to success. Before you can complete this level and reach the final colony you must locate Colonel Bots and give him with the extinguisher rendering him unconscious. As you progress through the five levels the ship interior is revealed, and the larger the room the longer it takes to explode, and as a result you use more energy. There



are two ways to lose energy rapidly in the sub-game, one is to fall and the other is to be on the receiving end of a laser blast from the Colonel.

The final section of the game is landing on the Moon. Through judicious use of the ship's engines you can apply enough force to land you safely on the Moon. Your remaining fuel is converted into points and eventually George Colonel Bots lies happily ever after. This is not a bad game but the lack of variety and the uninspired sub-games make this one game best avoided.

★ Super Gull is the rescue, at... possibly!



Ocean

Supplier: OCEAN
Price: £14.99 (Cass)
£17.99 (Disk)



Big, bad Bat
through a

he BZ is a
compilation of past hit
games. That's the
theory at least. The games
are Ocean's Robot
Double Dragon, Batman
(The Coped Crusader) and
R-Type. Two shoot-em-ups
and two beat-em-ups.



Probably the most famous
of these is R-Type.

R-Type is a brilliantly
sophisticated shoot-em-up. It's
very similar in style to the
arcade hit Nemesis. You
control a ship flying over
alien terrain. Swarms of
ships fly towards you.



Batman's side-on
action with Robin

Introducing deadly
freepower, Robin can
save the landscape
thing hard to destroy
you. One touch of the
baton, the ship
themselves or the
landscape and it's
out there for you.

Luckily you're not
defenseless. You are
armed with a forward
firing cannon. As you
dispatch the aliens they
sometimes
leave tokens
behind. Pick
them up
and your
power is
increased.



Some tokens
merely upgrade your
freepower, others speed
up the ship or act as a
shield. At the end of each



Symbol of
truth, justice and
even marketing!

Batman the Coped
Crusader is an arcade
adventure. However, there
is more than a hint of a
beat-em-up feel to the
game. Batman is
represented in cartoon
style graphics. He has two
missions to complete.
These involve solving
problems around the

Little losses made from Robin's help!

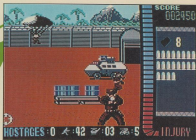
level there is a
huge monster. This is
very difficult to kill
requiring many hits.
Should you die then you
not only lose ground but
all of your freepower.

R-Type still looks good
and is playable today.
Having said that, games
have come a fair way
since its release. It looks
a little dated but is still
the best on this
compilation.



place. The item it picks up can be used to solve a problem elsewhere.

The graphics are nicely done, if a little chunky and uncolourful. Batman is nicely animated and gunfights especially well. The baddies are pretty nasty and will deplete Batman's energy on contact. Some shoot at him as well, but



Spay of blood, swathe of death.

It's that killing time again!



luckily he can duck. Batman the Coped Crusader is a nice little game. Again the game-type is more than a little dated, but the gameplay makes up for it.

Operator Wolf is another famous game. Roy Adams, intelligence hero, must infiltrate the enemy camp. He must gather information, right wrongs, win rights and blow things up a lot. The enemy are a bit miffed about this, though. They shoot at Roy, throw knives and grenades, deeply helicopters and tanks in the hope of stopping him.

Roy shouldn't be downed by all of this attention though. He has a

nice big machine gun. This makes short work of the men. However, he reserves his grenades for the tanks and copters. It's nice some practice to complete the various levels. The game is pitched at being quite a challenge so it will have long lasting appeal. The graphics are chunky and uncolourful, but this doesn't really detract from the game. Nice but a little dated.

Finally comes the run of the litter. Double Dragon is a no hold barred beat 'em to death action (who presumably had some sense and got away really) has been kidnapped by the Shadow

Doss. The Law brothers Jimmy and Billy, not Bruce, have to rescue her. Bill and Jimmy can combat the evil gang alone or as a team. Either way they are badly drawn

and animated, flickering occasionally. The moves they can perform seem quite limited, although there are extra weapons that come in handy. This game is just a little uninspiring. The graphics are distinctly flat when someone falls over. It's hard to tell if your enemy is doing a headbutt or is reeling from a dangerous blow.

I left the main 16 words afterwards.



Double Dragon is the least playable, least impressive and least addictive of the four games. Don't play it, wipe over it instead. However, or fifteen of your hard earned quids the big isn't all bad. The best game is A-type so unless you like shoot 'em ups steer clear. One for fans of arcade games only. ACC



SPACE HARRIER II

Supplier: Grandslam

Price: £9.99 (Cass) £14.99 (DCC)

The imaginatively titled Space Harrier II is the follow up to... Space Harrier of all things. Yup, the classic flying and running blast 'em up is back. Following the arcade machine's success, this release is the official conversion. The question on everyone's lips - is it good enough?

The answer is a cautious yes. The conversion runs at lightning

speed on the 64. This is at least as fast as the arcade console. Objects fly towards you so quickly that you can hardly see them before you hit them, or they hit you.

The scenario goes like this. The alien natives have invaded a variety of worlds. They're looking at the possibility of Universal domination again. This seems to be what every self-respecting alien does



It "...And the spot out from his groin to strike the females from beyond!"

on its bank holidays. However, as usual, they've been spotted by the commission for stopping alien invasions. These bunch of fell jays don't want their planets invading so they've employed you to repel the usurpers.

Not being the stringy type they haven't sent you out unarmed. You've been

GRANDSLAM



74%

given a tip of the orange destructopop. This can spell a death blow to even the hardiest alien. As well as handling our multiple locations and the extraterrestrial fields, the pop can hover you above the planet's surface.

The aliens come in two basic forms, flying and running. The flying alien comes in Demos, ships, flying saucers and a multitude of mutants. On the ground you'll encounter spores, mushroom-wad alien squat doobies. But the intelligent life forms aren't your only problem. What with breaking planetary speed limits and wrecking all over the place, static hazards pose a big problem. Colliding with news, telegraph poles or pylons is very damaging to health.

At the end of each of the twelve levels is the obligatory guardian. All twelve of these desquants are very large, very evil and very deadly. This makes combating them extremely hazardous. Any of the levels can be played in any order, but all twelve must be negotiated in order to eradicate the threat. Once you've done that, you're up against the Shadow Hunter, an evil doppelganger of yourself. These aliens never give up.

It seems...

Space Hunter II is certainly a challenge to arcade freaks. The levels are increasingly difficult, no matter which order you play them in. The guardians are suitably big and nasty to give you some real hassles. This, coupled with the speed of the game makes it a hard core blasting experience. There is a treble soundtrack which bops along behind the game, spurring you on to greater feats.

There is a bonus level after levels four and eight, assuming you survive that long. On the whole the game is quite successful. However, the graphics are what I'd term as dodgy. They don't flicker and there's no doubting their speed, but they don't strike me as being well drawn or much of an improvement over the original. I'd recommend it if you haven't got twenty new shoot 'em ups. But if you've got the original look at the new game first before shelling out. **AEE**



A hot sales item: small saucers - shoot the saucers and cut out the visible man!

FRANKENSTEIN JNR.

Supplier: Cartoon Time
Price: £1.99

Frankenstein Jr is an arcade adventure. Starting the son of our favourite monster, you have to rebuild Frank Sr. He is scattered around the building

problems by using objects in true arcade adventure style. And all in the name of Paternal love. Frankenstein Jr is a bit of a sad effort. It looks a little jaded and dated, not surprising really. This type of game had I thought been buried

(so creepy castle), and most of the doors are locked. Frankie must run around getting the bits of his Dad and assemble them. All this time he is being chased by the wicked ghosts and ghoulie monsters who destroyed his father.

Control with the noisy undead reduces your energy. Should this reach zero his heart will stop and all is lost for Daddy. He must solve

62%

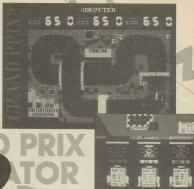
forever
But it's been 'resurrected' by
Cartoon Time. One for fans only.
ACC

Supplier: Codemasters

Price: £4.99

Grand Prix 2 is the follow up to the successful game by the Oliver twins. It picks up where the original left off in terms of gameplay and is loosely based on the Sprint arcade games from Atari. The updated game features new tracks, a bonus time feature and three player action.

Unlike its predecessor, in Grand Prix 2 the time left over on the previous track is added to your time for the next. This makes racing on the harder tracks slightly better. In



GRAND PRIX SIMULATOR 2

order to qualify you'll have to come in the first three cars. Mix, out and it's game over. There is a damage meter and should it reach maximum you're out.

And that's it. Not magnificently exciting but quite playable. The graphics are fairly nice but not spectacular - like the game itself. **ACC**

74%



Supplier: Hi Power

Price: £2.99

Boing is a cheerful little chap. Bounces, bounces, bounces all day long. Unfortunately, he spent all of his time bouncing

when he was young. This he didn't learn to swim. So Boing has to negotiate the platforms and machines that make up the strange world he lives in.

Falling into the water is of course fatal. Boing's future security is somewhat lessened by contact with machinery too. And the flying aliens don't help much. Luckily Boing is armed with the latest shock proof bounce resistant laser. He can dispatch the aliens with it to abandon.

Boing is a nice little game. It's

almost inoffensive (unless you're an alien) and very cute. The graphics are nice and chunky looking and the music is pleasing to the ear. A good budget game. But very hard. **ACC**

82%



Supplier: Codemasters
Price: \$299

MONTE CARLO CASINO

WHEEL OF FORTUNE \$1888



75%

Monte Carlo Casino is a nifty little gambler's paradise. It features five gambling games. They are roulette, craps, blackjack, five card poker and a fruit machine. At the start of the game you have \$10,000 to spend. The minimum stake in each game is \$1,000. This includes the fruit machines.

The roulette is very well done. All of the features of the real thing are there including the more obscure bets. The wheel spins and each bet is shown again and whether it has won or lost. The poker plays a reasonable game but is not very exciting. Blackjack is okay but not brilliant. The craps is very dull and retains no resemblance of the real thing. The fruit machine is quite nice but I would have liked to have had a lower cost and lower payout option.

Overall, this is quite a successful attempt at what is a dubious subject to convert to computer. ACC

DEALER \$ 11000
BET STAY DROP



DEALER POT: \$ 2000
BET: \$ 1000 PLAYER



MIG 29 SOVIET FIGHTER



Supplier: Codemasters

Price: £1.99

This somewhat dubiously titled little game is another Codemasters game with little original. Yes, this game is remarkably similar to the arcade hit Afterburner. You must avoid being hit, running out of fuel or ammo. As well as machine guns you have air-to-air missiles, bombs and a nuclear warhead. This acts as a smart bomb which kills all the enemies on screen.

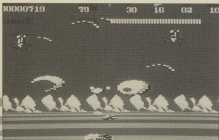
Up against you are helicopters, enemy planes and anti aircraft fire.

Various procedures fail in to resupply your plane. These include fuel, ammunition (bonus letters. Miss any of them and your test becomes far more difficult.

There are several levels to play through so you'll be kept busy for quite a while with this one. Another totally exciting game from Codemasters (over). It's about time they released something a little different.

ACC

68%









MISADVENTURE

Dragon Wars

Following the tradition of barbarians and mercenaries the world over, you are off in search of treasure. Rumour has it that the land of Dilmun is a paradise. The streets run with gold. Your every wish is granted and no-one wants for anything but a boy/girl/lorama/2-4-2 diesel engine (delete as required). Boy, were you in for a surprise. This is fairly obvious when you think about it. It wouldn't be much of an adventure otherwise would it (apart from the lorama - LOL).

Just as your barge is about to land, you are boarded by six officials who promptly seize every tenth person for the dragon equivalent of Pedigree Chum. Stripped naked, you are flung together with the rest of the survivors into a slum called Rungston.

Obviously, survival is the first important step together with the discovery of a +2 amulet (or a +3 amulet, or similar to help the short-staffed (what does that mean? - LOL) Wizards. You're back working in your obsidian mine. Welcome to the editorial team, we're on it. Since we would hate to see you die, we're going together and saving you. No sweat. It doesn't take long to discover that the quest is to find someone who calls himself a Mortar.

The game is won by the better people who wrote the first two series and indeed, you can transfer over character from the first to the second in a modified fashion. It's a however important difference, at least in that a lot of the best ideas from another RPG vs. Wasteland have also been included.

Character design is straightforward. Only humans are allowed and you distribute a set number of points between strength,

dexterity, intelligence, spirit and health. In addition, each of your characters can train in a range of skills. The key to the game is to have a good blend of skills across the party. No one character can do everything. Typical skills include all the different weapon groups, bandage, climb, swim, pick locks, various types of lore, foraging, official and magical skills. As you become more experienced, so you can either learn new skills or improve your existing ones.

Magic is interesting as it has been banned throughout the land. There are four types of spell casting: low magic that everyone has to learn, high magic, sun magic and druid magic. Even though you have learned the spell, doesn't mean that you can cast spells. All magic uses Havels, based underground and have different spells with them so that you must find a scroll with the spell or before you can use it.

The basic combat system will be familiar to anyone who has played Lord's Role. Groups of monsters appear at various distances and you can attack, dodge, withdraw, cast a spell and so on. Should you feel like it, you can set up a more detailed set up which has you a few more capabilities than them.

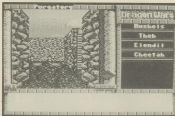
The different sub-sections can be set up as you like. There are no campaign rules or any other adventures who are prepared to join your cause. Throughout the game, you are referred to certain numbered paragraphs that detail certain events or add extra detail to the descriptions.

Finally, and possibly the most useful feature within the game is the outmap routine. No more getting on and screwing up sheets of graph paper when your tunnels don't meet. One important effect of having the map drawn for you is that you can see where you haven't yet been. It is vital that you move over every single square in the game.

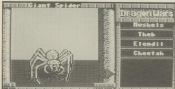
Greetings, fellow loquid sitters and welcome to another mix of your two favourite subjects: rains and trolls. Only one game reviewed this month but it's a pretty good one so due the cobwebs away from the space between your ears and pay attention.

Remember there is an award each month for the most pathetic letter received. There is an old proverb that goes something like this: Question: What has an IQ of 144? Answer: A glass of YC needles. So why not put pen to paper and see if you can win the coveted Dragon Bottom Dier of the month title.

VENTURES



And the walls come tumbling down!



What's the people, got eight legs, and is crawling up your leg?



Looks like a Carnelian Town resident!

Dragon Wars is an excellent game and one that I strongly recommend. The use of skills within the game adds an extra dimension to the traditional hack and slash routines and the story line flows a lot better than the original Bard's Tale series.

Dear Mr Barbarian

I think that your column is great and that you are the best thing to happen to adventures since the Flying Scotsman was taken out of service.

Peter Moxen, Plymouth

Dear Peter,

Shut up you zycophantic little git. Crawling like that is one sure way not to become DBOGHA. Do I have to spell it out. Only bribery works...

Dear Sir,

Barbarians are renowned for having more brawn than brain. Train spotters feature in the evolutionary scale somewhere just above slug. Yet some of your writing seems to involve a modicum of grey cells. How do you explain this apparent paradox?

Dave Peggidge, Bay St Edmunds

Dear Dave

Consider the followings

- 1 All rules have exceptions
- 2 Statement one is a rule
- 3 Therefore statement one must have an exception
- 4 Therefore all rules do not have exceptions

Does that simplify things for you?

Good, because I expect a two-page discussion by you for the next issue. Alternatively, write an essay in my top ten train numbers and why. This sort of banality is certainly a worthy winner of Dragon Baron Beer of the Month.

Dear Sir or Madam,

I have just read the so-called clever that you now call an adventure column and I have just one question, why? Squiggles. Cowenry

Dear Squiggles,

Sorry I can't be more polite but I can't read your signatures. The answer is simple. Because.

That's all for this month. Enjoy you never see the inside of a purple worm.

VDUS. THE TRUTH



The express train of technology hurtles ever onward to the station of the future with half of us clinging onto the sides, trying not to fall off, and the other half running behind, attempting to keep up.

Things move so fast that people don't really consider a product's disadvantages before it's out on the streets and being used by you or I. This can be said about the thing we all take for granted when using a computer... the screen.

Using a home computer, such as the Commodore 64, means there

are any number of screen types that can be used. Televisions are the most common and Monitor, for those with a little bit more cash (Lucky dogs).

Monitors are quite similar too, if not the same as, the VDUs used in offices which have been accused of causing a number of problems including stress, reproductive difficulties for women, eyestrain problems and headaches. This is all because the humble VDU lets out one hell of a load of waves (although surfing on these ones could be a novel).

'We've got... 30t' says - nobody really knows what says do

10 WAYS YOUR COMMODORE COULD KILL YOU...

1. The computer could fall on you (from about 100 feet)
2. The Monitor/TV could fall on you
3. The Monitor/TV could explode
4. The computer could explode
5. You could explode
6. The keyboard could become "live" and electrocute you
7. Aliens could land seeking homicidal revenge for the deaths of their friends in all those shoot-'em-ups
8. You could play with it in the bath and get electrocuted
9. Through playing a game about the occult you could become horribly obsessed and sacrifice yourself at Midnight
10. You could play US Gold's original *Outrun* and die laughing (or crying)



to people, although it is generally agreed that too much of them is dangerous... Ultra-violet radiation has been known to cause skin cancer (as in hot countries and those with a hole in the ozone layer)... Infra-red - heat - can cause drowsiness or irritability... Microwaves (yes as in ovens) are known to be a bit dodgy, again, there's no conclusive proof... and, finally, radio-frequency radiation which all appliances kick out as well as high-voltage power lines. People living near such lines can suffer from problems like depression and a greater chance of cancer or general illness.

Now you're probably asking yourselves, how does this affect me with my Commodore 64 and my colour TV. Well, the only problem

10 THINGS MORE DANGEROUS THAN YOUR COMMODORE MONITOR/TV...

1. Cars
2. Agonycries
3. Lightning
4. Street violence
5. Sunbeds
6. Sharks
7. Chainsaws
8. Tube lines
9. Lions
10. Accountants



A Chainsaw fighting is considerably more dangerous than WWs.

W Ashley is about to find out why!



It's not as harmful to the eyes though!

could be your eyesight, although Dr Robert Unsky, an Optician says "There's no sign of harm being done by computer screens. People get tired eyes, maybe headaches... a feeling of dizziness... it's not a natural task." He concludes, "there's very little you can do to damage your vision. Of course, all these problems arise from spending too much time using your computer. There is a world out there to be discovered which can be as enjoyable as browsing aliens... films, videos, skateboarding, live music, massive parties (and we're not talking jelly and ice cream) and poisoning pigeons (in the park).

The upshot of it all seems to be that there's no real danger as long as you're not mega-obsessive about it! Yeah! Pass the joystick!



CABBAGES AND KINGS

Having saved itself from impending bankruptcy, disaster and Emlyn Hughes' Audiogenic is now a public software house again. It is now a one-man ownership as opposed to a three-man when Supersoft stepped in. That man is Peter Calver. He told *YC* that the company is starting a new policy.

"We're going to produce games that don't alienate anybody. No matter who you are, young or old, male or female, we want you to be able to associate with and play our games. We've scrapped several projects in the past because they haven't worked out as we'd hoped. If we don't think a game is good then how can anyone else?"

It is looking at producing games which have gameplay, are fun and not over complex. The first of these is Emlyn Hughes' *Arcade Quiz* which emulates a pub-style quiz game, right down to the payout sequence. Reasonably I feel that in the pub, it's usually a bunch of not our blacks who believe loudly or each other that play these things. So have one Guinness and little skins going to find it? Time will tell.

Also still under development is the Lone Wolf licence. This is about as new as sliced bread, but the game will eventually appear. Don't hold your breath though!

AUDIOGENIC: A POTTED HISTORY

Audiogenic in its current form has been operating since 1983. However, its roots are really far further back than that. Digging around its ancestry revealed a few creepy-crawlers. Are you sitting comfortably? Too bad.

1978: Supersoft is born. In those days it was as alive as a race between a spider and a sixteen ton weight. By now Audiogenic was operating as a duplication company.

1979: Audiogenic began duplicating computer software. Supersoft was well, being Supersoft.

1980: Audiogenic decided to distribute American software. This brings it to the conclusion that software is a good thing to be in.

1982: It released *Spiders of Mars*. Wow, someone get the bug spray...

1983: *Grandmaster Chess* was Audiogenic's masterpiece this year. It beat all comers out of sight in an early computer chess competition. Supersoft became a full time concern instead of an *Atic Attack* company.

1984: Despite rumours of financial trouble, Audiogenic released Graham Good's *Teen Cricket*, which was one of the best cricket games in computing history. Also came *Alice in Wonderland*, an early attempt at a Cinemaware style game. Audiogenic went to court over problems regarding *Koala Pad* distribution.

1985: Audiogenic started to listen to the rumours about its bankruptcy. It was bought out by Supersoft and the new Audiogenic is born, becoming more or less a BBC/Electron company.

1987: Audiogenic releases that the 16-bit market looks promising. So it releases *Impact*, and sets tonnes of



Audiogenic

"Our house, in the middle of our street! Our house, in our middle and our keep!"



copies on the 16-bit machines alone (quite an achievement there). Development began on a new project involving an unknown called Emlyn Hughes.

1988: Hyster Shelter was released. Not so successful. BH Soccer continued.

1989: Emlyn was unleashed on an unsuspecting world. It's phenomenally successful, and gets converted onto all formats.



PERSONALITY PROFILE

Name: Peter Colver
Position: Managing Director
Date of Birth: "A long time ago!"
Car(s): owned: Toyota MR2
Computer(s): owns: £128
Favourite Computer: Commodore Pet
Favourite Computer Game: Spies of Moss
Favourite Food: Liver and Bacon
Favourite Footy Team: New Ham Utd
Favourite Record: Heard it through the Grapevine - Marvin Gaye



1. Dashing dandy looks Peter Colver!

Favourite Film: Hellzapoppin
Favourite Book: The Leadership Secret of Ayla the Hun
Favourite Item of Clothing: A pleases/blacklands style tie

Favourite Type of Film: Shock
Favourite Computer Mag: Colled "YC", "Never heard of it!"
Likes: Petal Aie, Toll "Women, 60's
Music: Honest People, Addictive Games (They'll be pleased)
Dishes: Unimogressive People, Good Adverts, People who break promises
Most Humorous/Embarrassing Moment in your Life: "When my agent was 'kicked' in a rather posh school"

PERSONALITY PROFILE

Home: Beverly Gardner
Position: PR & Marketing Executive
Date of Birth: 11/09/64
Car(s) Owned: Renault 5 called "Jenny"
Computer(s) Owned: Atari ST
Favourite Computer: Atari ST
Favourite Computer Game: Impact
Favourite Food: Ready Desk
Favourite Footy Team: Northampton Town, the "Cobblers"
Favourite Record: Forest - "The Cure"
Favourite Film: Back To The Future
Favourite Book: Jane Eyre
Favourite Item of Clothing: Pink Pyjamas
Favourite Type of Film: Tuna
Favourite Computer Mag Called "YC": "Can I have a front cover?"
Likes: Sleeping, Talking to journals, Tom Cruise, Wodka, tall Men, Being Different
Dislikes: Press Cutting, Getting Up Early, Grath, Meat, (Mrs. Conforming
Most Humorous/Embarrassing Moment in your Life: "Falling down the stairs in the same pub on two different nights. BEFORE I've had a drink!"



A Beautiful Belle Beverly reading some truly lustrous literature.

PERSONALITY PROFILE

Home: Gary Sheinwald
Position: Development Manager
Date of Birth: 25/12/66
Car(s) Owned: Triumph Spitfire, Ford Escort, Ford Sierra
Computer(s) Owned: Apple Mac, Atari ST, BBC, Atari, 386 UK101
Favourite Computer: Apple Mac
Favourite Computer Game: Frost and Strangler II
Favourite Food: Pizza
Favourite Footy Team: Fulford Ud
Favourite Record: Rhoadsy in Blue - "Gershwin and I'm The King of the Swingers" - Jungle Book
Favourite Film: The Blues Brothers
Favourite Book: Where's Spot?
Favourite Item of Clothing: Santa and Reindeer boxer shorts
Favourite Type of Film: Etc the Hobbit
Favourite Computer Mag Called "YC": "Yellow Condom"
Likes: Cars, Cars, Women, Cars, Comedy, Jessie Lawrence, Black (the colour)
Dislikes: Racism, Religious Guilt, Apartheid, American English
Most Humorous/Embarrassing Moment in Your Life: "Tipping a bowl of custard over myself to see the number on the bottom!"

Audiogenic

← Gary the model Development Manager - Motor Mouth Magazine.





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HACKATAK

WITH KIRK RUTTER

half of level three is mapped, you'll see why when you get there.

LEVEL 4

The problem in this level is getting down the pipes. To stop slipping pull the joystick diagonally down (right) and don't let the hand's take you for surprise, also watch out for snakes. The end guardian is easy to kill. He has five hearts, just stand over a heart and when it gets to beat stop it. Do this quickly or maggots start to appear.

Level 5

The only real problems on this level are the Fat Cats. The best way to kill the first one is to use the blue FireBomb special weapon, if you don't have it let Lancelotto touch a snake, he will loose his armour but will gain a few seconds of invincibility. Use this to get past the cat. The second cat is slightly easier, while standing at a distance just back his footballs, it kills him just the same.

Game Key:

no marker

S = Snake

G = Goliath

C = Magic Chest

C = Snake Guard Agent

SP = Snake's Agent

V = Vulture

BS = Blood Snake's Skin

SL = Slug

D = Dragon

S = Snake

H = Hand

MA = MAGGOTS

FC = FAT CAT

F = FIRE BALL

P = Pig

Suck on the latest games? Well you've tuned to the right column. This month we have a Ghost 'N' Ghouls map, plus tips. Every secret coin, door and room revealed in Super Wondersky and, well see for yourself...

GHOULS 'N' GHOSTS

U.S. Gold

LEVEL 1

The third cheer (x3) on the map is a magic chest and will only appear if you climb the ladder just to the left, then jump from the edge of the ledge (to the right) as far as you can. Ignore all the chests marked 'C' or you'll have to duck down for a while. The windpots can be killed when they stop spinning. The sixth cheer will appear when you jump onto the next ledge. The best weapon to kill the Gate-keeper is the blue firebomb.

LEVEL 2

The best weapon for this level is the flying saucer. Don't bother about



crossing the bridges as you'll only land on the slug when it breaths, much better just running down the slope and jumping the slug. The Snake's venom balls seem to have no effect on Sn Lancelotto!!

LEVEL 3

Level three is easy! Just watch out for the knights of the star, blow 'em before they can move. Openings appear to the left of the screen, take them as soon as possible to avoid the puffa fish. The end of level monster can only be killed if shot in its eye, use the Blue FireBomb. Only



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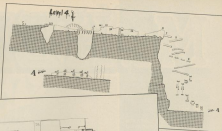
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sales and profits is
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strategy. The
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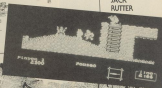
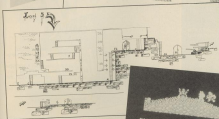
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DATAL
ELECTRONICS



DRAWN
BY
JACK
RUTTER



GHOSTBUSTERS II

The instructions don't help much, perhaps these quick tips will?

Level 2 - Don't worry about waiting trucks, there's plenty of slime about. When the ghost appear, shoot all but one and send the New Yorkers to collect the slime, bring them back

to the statue of Liberty straight away. Time is of the essence so shoot large ghosts as quickly as you can, otherwise it's lost.

Level 3 - Select the slime gun and charge it. Jinx is firing that mad. Don't worry about keeping the distance between you as time is so short. Every time you let Jinx he will freeze, use this to your advantage and line yourself up with

him (firing all the time). Once Jinx has hit the dust, Vigo the Corpseman will step out of the painting. He must be killed with the proton laser gun (apply the same methods used to destroy Jinx) but watch out for Vigo's electric vision. Rescue Gordo and watch the end game screen, nuff said.

GEMINI WING

Having trouble getting to the higher levels? Press P on the title screen then enter one of the following passwords.

Level 2 - MR. WIMPY
Level 3 - CLASSIC
Level 4 - WHOZWHO
Level 5 - GUNSHOT
Level 6 - GOODGUY
Level 7 - D. GESSON

Mr HELI

MR. HELI

Troubled souls wishing to get further in this average shoot-'em-up should enter these passwords.

Level 2 - CAWHDAAWUUDORKE

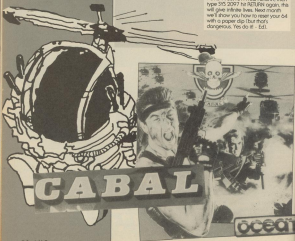
Level 3 - DAAUHDAAWUUDORKE

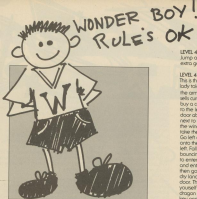
CABAL

Ocean

Yes, I know we looked at this last issue. This time however, we have a prize.

Load the game, reset it and type CODE 9905, 100. Press RETURN, then type 515 2097 hit RETURN again, this will give infinite lives. Next month we'll show you how to reset your Gal with a paper clip (but that's dangerous, Yes do it - bdl).





WONDERBOY

Activision

LEVEL 1

Enter the first door to get the sword. Jump onto the left then jump left onto the cabin roof, now jump up to receive extra gold. For bonus time, stop just left of the fence.

LEVEL 2

The first door you come to is a shop selling boots, ignore it. The second door is a bar, walk past it. The third door is a shield shop (shay that again!) - GO enter here and buy a light shield. Run and jump off the ledge to reveal a bag of gold. Enter the fourth door and buy bombs.

LEVEL 2.1

Jump from the top step for extra gold. Go right until you come to a lava pit. Jump up to the third platform and stop. "OH!" will appear on the screen. Hit the spooler to knock on the wall and a hidden door will open. Inside an old lady gives you a little time bonus. Carry on walking right and you will come to another door, jump onto the cabin roof and move to the far left, jump up a few times for extra

gold, go down and enter the door. Use your bombs on the Vampire Lord. Keep going right to exit.

LEVEL 3.3

Go right jumping on the platforms, from the forth platform jump right (into the gap) and enter the first door, buy leather boots. The second door sells cures. On your way out jump on the first step for extra gold.

LEVEL 3

Dead easy this level, keep going left and jump on the first step for extra gold.

LEVEL 3.1

Go left, climb the ladder. The first door you see is a bar, go right and up the two ladders. Jump left and buy fireballs. For extra gold jump onto the platform reaching the top of the wall (downright) and jump in the corner. Let the you get the to stairs, stop at the far one and wait for the hour glass to appear. There's another hidden door in this level, wait until "OH!" appears, then knock on the wall.

LEVEL 3.2

Too easy for words.

LEVEL 4

Jump off the second Fire Tree for extra gold. Carry on left.

LEVEL 4.1

This is the coastal town that the old lady told you about. The first door is the armour shop, the second door sells cures. Enter the third door and buy a cocktail. Climb up the ladder to the left and kill the monster. The door above the ladder sells shields, next to this is a window. Knock on the window and an old lady will raise the letter and give you a flute. Go left and fall into the sea. Jump onto the island and carry on walking left. Fall off the cliff again and kill the bouncing monster. Keep going left to enter a secret room. Jump left and enter the door, buy lightning then go right to exit. Once back on dry land walk left and enter the first door. This is the dragon's lair, line yourself up with the red jewel, the dragon can't hurt you here. Get the key and exit left.

LEVEL 5

Walk left, ignore the first door, it's a bar. Climb the steps and jump down the centre of the well.

LEVEL 5.1

Make your way right, killing snow monsters and bats, and after a while "OH!" will appear on the screen. Making sure you have not stopped off the ledge, knock on the wall. You now have to face Oscar Kong, kill him and the power sword is yours. Go right until you come to a door, jump onto the cabin roof, line yourself up with the door and jump. Jump down and enter the door and buy the cheap armour. Go right to exit.

LEVEL 5.2

The first door is a bar, walk right until you fall into a hole. Fall all the way to the left (until you get the key) and stop at the platform. Back above ground canyon going right, stop at the large castle, line yourself up with it and jump for extra gold. Keep going right to exit.

LEVEL 6

Easy level this. Just keep going right ignoring the Deaths. Oh, it's not to fall as the ground is covered with spikes.

LEVEL 7.2

Go left until you come to the Red Knight, kill him and drop off the ledge. Jump onto the floating platform and when it reaches its highest peak, hit the spadebot. Go left, hit the fireball, jump onto the first step and then jump up to reveal a heart, grab it and carry on left.

LEVEL 7.3

Back where we started go left, enter the first door, kill the red knight and carry on going left to exit this level.

LEVEL 8

Make your way right using the platforms. The first door is a shop, carry on right, the second door is a bar, enter and buy a cocktail. Enter the third door (above the second door) and buy lightning. Carry on going right, enter the cave.

LEVEL 8.1

This is quite a tricky level, just make your way downward (keeping to the right) but beware the lava pit at the very bottom.

LEVEL 8.2

Go right (try using the clouds to avoid monsters) until you come to a door. Enter the door, kill the demon (he's easy) and exit to the right.

LEVEL 9

Easy, just keep going left.

LEVEL 9.1

This is the same as level 9 with a few extra monsters, enter the first door, kill Snow Kong and exit left.

LEVEL 10

Go right, enter the first door and buy a cocktail. Kill the two plants above the door, line yourself up with the door and wait (about 2 seconds) to receive extra gold. Go right and fall into the sea, walk right until you fall into a hole. Jump to the left and enter the door, buy what you need

LEVEL 8.1

Go right, jump the gap, carry on right and jump the gap. Kill the green snake and enter the door, buy a cocktail and walk left (fall off the ledge). Carry on to the left, jump the gap and kill the three snakes. Keep going until you see a chest, knock on the wall, buy the cheaper bottle. Go right and fall down the gap. Jump the gap to the right and again "Cliff" will appear. Knock on the wall and buy a cocktail. Jump the gap to get left, walk left and fall off the ledge. Walk right until you come to some platforms, jump up and enter the first door. The best way to kill the ugly monster is by trapping him in the corner and shooting the wall off of him, you should be passed your first thunder bag. Enter the second door to leave this level.

LEVEL 7

Ignore the first door (it's a bomb shop) and enter the second, buy some real medicine. If you already have real medicine enter the second door. Enter the third door and buy a cocktail. Go right, the fourth door will cure. The fifth door is the gold collector's door, kill him for gold and a power walk. Enter the sixth door and a real dragon will tell you to go west. Keep going left until you come to a floating platform, jump onto it. The platform hurt you as it hit the air and you are now above the clouds. Make your way right using the clouds as platforms. Each cloud yields a bag of gold which should appear as you jump on it. If nothing happens, it's walking about. The last cloud has two bags of gold. When you can go right no further take a running jump down.

LEVEL 7.1

Go right, ignoring the first door, until you come to a very tall ladder. Climb the ladder and Wonderboy will play the flute, you can now enter the door to the right.

and go right. On the third step just before the exit, jump and you'll be rewarded with some gold.

LEVEL 10.1

This is the same as level 3.1 with added noises. Go right until you come to a lava pit, jump over this using the platforms. When you come to the second lava pit just fall off the ledge (do not jump) to enter a secret room, which is the same as level 8.1

LEVEL 10.2

Go right, enter the first door and buy a cocktail. Go right and enter the second door, buy the Knight Armour. Kill the Red Knight and carry on going right. Enter the third door and the noisy from level 8.1 makes a cameo appearance. Kill him using the same methods as before. Ignore the fourth door and enter the fifth to exit.

LEVEL 11

Getting very close now, perhaps you can manage the level alone. One quick tip though, the dragon's floor is paved with gold.

LEVEL 11.1

This is it mate. There is only one door on this level and we all know what's behind that. You don't stand much of a chance against the Mefia dragon unless you have power weapons like bombs, lightning or rockets. Kill the dragon and watch the rather disappointing end-of-game screen.

That's it for this month people. Live a little each month, if you can supply tips for (Daily) recent games don't send them in to me.

Kyle Gaby
YC
Angus House
Boundary Way,
Hemel Hempstead
HP2 7ST

BUGGY BOY



Alan Hamman grooves with his gearbox and huddles his knobs

So you've shown the world that you are the new *Alton Strong* by taking the all-time high score on the latest version of *Our run* - so what's next? For most of us the expense of real motor racing is a hurdle far too high to climb, and our illusions of becoming a Champion fall onto the video screen, but is that where they should go?

Radio Control Model Car Racing is one of the UK's fastest growing hobbies, and with companies like Tamiya producing easy to build relatively cheap models capable of scale speeds of up to 400mph it's easy to see why.

WHAT'S IT ALL ABOUT

By far the most popular form of R/C car racing is 1:10th off-road. These cars come in either two or four wheel drive-gearings powered by an 1.2 volt rechargeable batteries driving electric motors. The cars have sophisticated suspension including oil-filled dampers and adjustable springing. The cars are capable of speeds of up to 40mph - (Cover 400mph scale speed!)

Most of these 'off-road' buggies come as a kit of parts. The car needs to be assembled, a radio control system purchased and installed and you're virtually off! On a national level there is approximately 200 clubs in the UK which regularly hold race meetings on Sundays. The tracks usually consist of a mixture of surface including dirt, tarmac and grass and usually include jumps, ramps and obstacles.

Although a healthy amount of racing takes place, by far the most pleasure is gained from the 4 million non-racing car owners. From the figure is easy to see that most 'racing' is carried out in the back garden or down the local park!



HOW FAR CAN YOU GO?

By no means does it end there, R/C car racing is big business! Both World and European Championships are held annually, capturing the attention of the major manufacturers along with their full time paid drivers.

The sport has World, European and British governing bodies which sanction rules and meetings, and work towards making R/C car racing more popular.

WHERE TO START

Well, now you're interested there's various ways to start out. The British Radio Car Association looks after the sport here in the UK - and they can give you local club names, rules and dates of meetings.

Of course the best way to find out about the sport is to buy a magazine! Radio Control Model Cars Magazine features the latest releases as well as lots of useful hints and tips for beginners and is published, as a YC, by ASP in Hemel Hempstead.

YOUR FIRST CAR

Wherever you start out you're bound to have a lot of fun. Tamiya and Revell are the two major manufacturers and they produce a whole range of cars from ready built, ready to go models from £100 right up to sophisticated racing machines for as much as £1000. The best advice is to go to your local model shop - have a look at what's in your price range and even pop along to your local club. Watch out though - R/C car racing is addictive and can seriously damage your wallet!

Useful Addresses:
BRCA (British Radio Control Car Association)
Ajan Hamman
Angus House
Boundary Way
Hemel Hempstead
Herts HP2 7JH

Radio Control Model Cars Magazine
Angus House
Boundary Way
Hemel Hempstead
Herts HP2 7JH

Richard Khoshtamsi Ltd (Tamiya Importers)
10-15a Old High St
Hemel Hempstead
Herts
G44 6JF 721



FLAME HEAD

BY RIK HENDERSON
* WY THANK TO
AUDIOGENIC

WHITE RABBIT

I'M
BLOODY
LATE, ME!

OO, I HATE
HARD BOYS
THIS BLE!

NONVIOLENCE...

THE AMERICAN
GLOBE OF
TRIVIA



A VERY SCRE BOTTOM!

© 1990 RIK HENDERSON



NEON ZONE

Here we are back in the Neon Zone after a fairly disappointing ATBA Show. This is supposed to be the main arcade show of the year in the UK, but to be honest, it was pretty boring this time around.

The shoot-'em-up brigade seem to be into sequels right now - R-Type II made an appearance and although there's no question that it's a well crafted piece of code, it's unlikely to fire anyone up that much.

It's the same horizontally scrolling action with a big bad monster at the end of each level, loads of power-ups, etc, etc. For the first few goes, as you very soon get these astonishing powerful weapons, it's quite a lot - and quite a technical achievement too, with all those sprites flying around - but... well... I guess we've seen this all before. Yawn.

Anyone game for... wait for it... *Gradius III*. Yes, I know, you thought it was all over with *Mulvan Vemure* (which after all wasn't half bad) but now those little tinkers down at Konami have decided that enough certainly isn't enough.

Now I thought that *Mulvan Vemure* probably went a little bit over the top when it came to user friendliness. Well *Gradius III*, the programmers are simply crawling to the punter.

You can select your sequence of power-ups from a choice of five... or you can edit these sequences and create your own. Wmmmm. Goes without saying that you can select your shield type independently of all this - and when you've finished and got up on the high score table, not only do you put in your initials, but your sex... and star sign.

The game? You want to know



▲ The ATBA show - boring!

about the game? It's fine. Everything you'd expect from a team of coders and graphic artists that have been refining the particular genre for about five years now.

Sigh, very playable - but nothing new that we've not seen before. Power-ups, yea! Big things at the end of the level, yea! Is this beginning to sound familiar? YES!!

Well, at least Konami have given us one decent original game this year - *Black Hole*. Maybe they've done their quota of original stuff and are going to stick to your jobs for the rest of 1993. I predict we can expect to see S.T.Y. I previewed somewhere very soon.

And Games, now. They were

showing an interesting new puzzle game of theirs called *Klax*. Expect a full review of that next issue, but I can tell you that it looks interesting.

Something that did catch the eye was a new game from them called *Deadlands*. What we are actually talking about, however, is *Sprint '94*. As there was *Sprint - The Black and White* plan view racing game. Then *Sprint II*, the two player version. I think I can remember a four player stand around version as well. Then came the familiar *Super Sprint* - three player and in colour. Then *Championship Sprint* - Two player with extra mode. Now *Deadlands*. And what do you do with *Deadlands*. You shoot, that's what!

BEST BUYERS™

We are talking Super Sprint with guns - and I have to admit, I love it! Maybe I've been teased by all those hours waiting in traffic jams, but the thought of blowing away a car in front of me, makes me smile in an extremely ironic fashion. OK, so I'm sick. Again, a full review of that when we can get decent playing time on the unit.

Invasion - now there was a game for real men, with a difficulty curve that zoomed away into infinity after about third level. And what was it's best feature? The power up that gave you those windowcleaners of death - lightning beams that zapped across the whole of the screen ridding anything in their path. Not surprisingly, they've made it to Topgun's latest game too, *Fire Shark*.

Yes, this is a conventional vertical scroller, one or two player shooter, but it has that playability that Topgun games are getting a reputation for.

Date East are not well known for this sort of game - so why, we might well ask ourselves, have they tried to have a go with *Vapour Trail*. The answer only the deities know - it's vertically scrolling, it's got OK graphics, you can choose one of three types of aircraft to fly and you fall asleep while playing it.

No, for me, the best thing of the show was from Iatro - *World Grand Prix - Real Race Feeling*. This is a motor-bike game which has an 'over the handlebar' view of the action. The next difference you notice is when you go around a corner - when the whole of the horizon tilts - just as in real life. A difficult technical feat that has been accomplished with great skill - and it makes a real difference to the playability of the things... plus the little fans that blow air into your face in order to simulate the wind speed of your bike (I don't think).

It's not finished yet, but I expect it to do very well indeed when it's released later in the year.

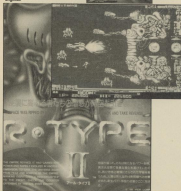
Lastly - the two new mow 'em downers from Sega and S&B (*Sling of Fire* and *Demolition*) seem to be finished now. Sega's effort is all scroll and no action. S&B's is a cross between its *Mechanized Attack* and the shock horror graphics of *Sprinterhouse*. Should do well - and we'll be taking an in-depth look at them next month.

Until then, give those offers hell, won't you. And don't press both triggers at once.

John Cook



Kiss - A game about kisses, how original!



CENTRAL 64

here you're faced by the prospect of finding any kind of consumer good it's best to look inwardly. Not the Buddhist inward or the inward that Samuel Beckett implied to Billie

Whiteclaw when she was stumped in the middle of one of Beckers rehearsals. "Look inside," he told her. Look inside what? The ledge? the bread bin? The dustbin? Maybe the

dustbin because he likes, or used to like, having those around.

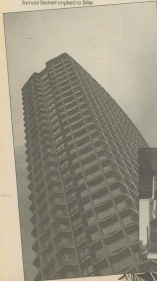
But for 'inwardly' you can put 'centrally' and you're almost always able to find whatever you want. A fridge? A bread bin? A sex letter? A CD407?

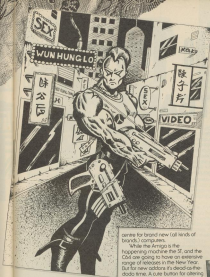
If you're living in a small farmhouse on the edge of a small Suffolk village or watching the Hebridean Ferry lines then you'll know the meaning of isolation. You won't have a bevy of red stockings women cowering until the early hours on a floodlit stage on the village green. You won't be able to get hold of a TV or a computer by walking through your back door and ripping over the garden fence.

You might be lucky but if you want a hooker or you want a one night stand or you want a CD4 then you're going to go a distance or 3 to get what you want.

Soho has the reputation for hooking but those in the know know that it's moving out, moving to desirable places like Kings Cross. It makes good sense - Victoria, Kings Cross, Euston where the commuters are; and there are cheaper hotels. The dispersed areas.

At the computer end of things then Tottenham Court Road is the





comes for brand new (all kinds of brands) computers.

While the Amiga is the happening machine—the SE, and the C64 are going to have an extensive range of releases in the New Year. But for new add-ons it's dead-as-the-dodo time. A cute button for altering the disk head but for the hardened gamer the C64's going to get less and less stuff as the years go.

Where as the C64 doesn't suffer from virus, like all computers and all greedily searched after things, they've become symbols of rock and corruptibility. A flower, or an apple, on its own has the purity of independence—especially when it's in the ground or on the tree growing in the ground.

Group them together, tear them, and you've a marketable, desirable (and corruptible) product.

Computers and Computer Software have become that type of product though, illegal copying, hype, vying for licenses, reproduction, and the presence of parasitical magazines. It's all there in the great Computer Shopper Show

for those who want to make money and those who think they want to buy the goods. What alternative is there? The games are there so you have to play them. The people are there, the programming is possible, so give it a go.

Where the outward speeding from a Game Point comes in is when somebody, Limited Company X, can see that a Blob Blob kind of guy will play that Blob Blob kind of game. And it is only guys that play Blob Blob games because the PC, company employed by somebody, now called Limited Company Blob Blob, has nurtured that group.

The movement is continuous, it might even reach girls until it's thwarted by the next economic trend, the next burp in gurgles. Paying more money and more money, your ending words will be markedly different from what you started with. You'll have been told about greediness and sold a knee cap. If you believe them you'll buy an Amiga next because the C64's not up to it. Push the tablet one more time, see the Blob Blob game disappear. When it floats back up again, your costume might have changed a bit or two but the game'll be exactly the same. C64's about selling you the same thing day in day out. Consumerism triumphs leaving the real core costs to get lower, letting the fat costs get fatter.



On The Tape.

BLASTBALL

Welcome to one day in your 3D apartment you come across an enemy brotherhood from the 4th Dimension. Without warning, the Police arrive.

sucks you into its lower cargo deck. Your one chance of freedom is to blast through the cargo canisters on each of the 36 cargo lanes.

You are earned only
with your deflected hair
which flows like a waterfall.

habit of absorbing energy and getting faster as it hits things. You only have 3 of these, so don't lose them.

To make your task even harder, controlling aliens try everything they can to get in your way. Obviously, the more

To collect special features, place your bag underneath the board as they roll down.

- S - Slow down deflating bolt
- C - Catch and hold
- L - Remove ~~any~~ load
- E - Engage line
- T - Tighten deflating bolt
- T - Turn 1/2 turn around and
- upside down on the
- back and parallel to
- ground

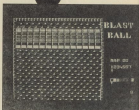
Week 1

Pressing CTRL on the title bar of a high score screen will take you to the map screen.

Here you can design the myriad of bids for each level. Return to the title screen and play your own designs. The editor also has LOAD/SAVE options so that you can design as many



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of the cargo container floor down and may be of some use to you.

Game day

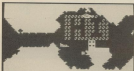
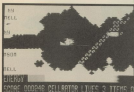
To play the game plug your joystick into port 2 and press FIRE to get ready, and again to enter the cargo bay. The ship can only be moved left and right across the bottom of the screen, and the shoot

maps as you like and save them off to do more later. This also allows you to swap your designs with your friends and create a new game every time!

The only real limitation of the map editor is your own imagination, and you can make the maps as hard or as easy as you wish. Below is a list of all the functions of the map editor. It is advisable to clear all map definitions before starting to design.

CELLRATOR

3 INTO 1 PLUS



The year is 2050. Uranium is running short, but a needed for fuel to power generators to produce oxygen.

The only place where this can be found is in the caves below the Earth, the labyrinth of caves are closely protected by alien life forms.

You are the chosen one, who has the task of collecting Uranium from each cave as you pass through. This can be done by firing phasers at them and transporting them on to your ship 'Cellrator'.

As you collect the Uranium it will be registered on your items scale. Beware of the cave walls, the enemy have sensed them, touching them will severely

damage your power shields.

No map has ever been produced revealing the way through the caves. The aliens have instable barriers which constantly change directions to confuse the intruder.

If you succeed in penetrating the caves you will find the enemy headquarters. This you must destroy.

Good luck with the mission (you will need it) and take care of your ship Cellrator.

A scrap of paper has been found from a previous mission, on it is scabbled this note: The Uranium capsules need to be shot at different distances from your ship. This also applies to the Gas clouds...end!!

The vast majority of computer programmes probably have a diverse range of graphic aids. These may include screen editors, character editors or sprite editors. The only problem is that none of them can carry out all the functions that the programmer requires. Obviously, the only way around this is to use a number of programs to produce one finished product.

For example, if you were writing a game you would use a character editor to produce user defined characters. You would then use these to produce the actual background for the game. A sprite editor would be used to produce the sprites. Wouldn't it be easier if it could be done with one program which encompassed all the functions you will ever need? Hence the birth of the 3 IN 1 EDITOR.

3 IN 1 consists of a sprite editor that has provision for multicolour and hires sprites. Sprites can be animated, copied, positioned on top of each other etc. Within the program there is also a combined character and background editor. What makes this part of the program so special is that you are not limited to designing just single screens but it is possible to define screens that take up to 32K of the computer's memory.

The editing screens of 3 IN 1 are a small window that can be moved over a much larger area. Until now most editing screens were designed of individual pictures and 'tuck' one next to the other on a later date.

The 3 IN 1 EDITOR has already aroused much interest in programming circles and many programmers are using it to help them design games. The complete editor program is on the tape so that it is available to anyone who is interested in graphics.

Using the Program

Once you have loaded the program and started it running (with SYS 543000) you will be presented with the editor's main menu which offers the following options:

- 1) SPRITE EDITOR
- 2) CHAR/SCREEN EDITOR
- 3) DIR COMMANDS
- 4) DIR
- 5) DIR REPORT
- 6) SAVE EDITOR
- 7) LOAD

Pressing the corresponding key will call up the specified function. Options 1 and 2 call up the sprite editor and the character/background editor respectively. These will be explained in their own sections later on.

Option 3 allows you to send the standard disk

On The Tape



SPOTS, MICRODOT, POLYCHROMATICS, KENTILLA.

ALL 4 BRANDS ARE AVAILABLE IN 100% POLYESTER

FOLD

JAN 1990



GTOL



DTOL



HEILA, PPM, HE, COLOUR BOND, ARABESQUE.

ALL 4 BRANDS ARE AVAILABLE IN 100% POLYESTER

FOLD

FEB 1990



FOLD



FOLD





version's a 40-pin drive. Some old ones are 50-pin, but you can't use the one 50-pin drive now.

The **GO** function will copy any screen image from any file. So, if you have a lot of 160x160 programs, you can **GO** to copy this type of file. I used some screen images and the use of the **GO** function is almost really that important. Even today you may have only one disk, the one included in Ocean 2 which will copy the entire contents of the disk drive and return to program.

GO is an extremely important function. It's a way to make copies of the things of value. Use this function from within a program to copy the pictures that you wish to use in your program. The default copy function when you load the program will copy it if you are using hard drive or a hard disk on the computer device. This is the **GO** function. You will be able to use the **GO** function to copy a picture from the hard drive to the screen and then save either a 160x160 or other form. A 160x160 can be saved on a hard disk or on a floppy disk. It is more flexible than the other two.

There is a command to save the screen image to a file. It's **GO** followed by the file name. If you specify the file name, it will save the file. If you don't specify the file name, it will save the file to the default name. The command to save the screen image to a file is **GO** followed by the file name.

Using the Editor

Before using the editor, you should know the basic functions of the editor. The editor is a program that will allow you to edit the screen image.

The editor will allow you to edit the screen image. It will allow you to edit the screen image. It will allow you to edit the screen image.

programmer work in the editor. The editor will allow you to edit the screen image. It will allow you to edit the screen image. It will allow you to edit the screen image.

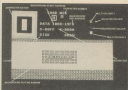
Many of the functions can be controlled by the cursor keys. The cursor keys will allow you to move the cursor to the left, right, up, and down. The cursor keys will allow you to move the cursor to the left, right, up, and down.

The editor will allow you to edit the screen image. It will allow you to edit the screen image. It will allow you to edit the screen image.

The Sprite Editor

The sprite editor will allow you to edit the screen image. It will allow you to edit the screen image. It will allow you to edit the screen image.

The sprite editor will allow you to edit the screen image. It will allow you to edit the screen image. It will allow you to edit the screen image.



a Really Easy!

which combination of dots produce which colour. Simply press one to three to select the editing colour and, if you press, show dots with it.

Colour changing is also extremely easy. Press shift one to five and the corresponding colour will go through all 16 possibilities. Changing colour mode is also extremely easy: choose the option required from the menu (G7). If you want to reverse the sprite simply press **CONTROL** and **R**. Easy isn't it?

It's not really worth mentioning all of the available commands since they are all listed in Figure 2. However, a few functions do need further explanation.

At the bottom right hand corner of the screen there are four sprites referred to as sprites zero to three. Note these are NOT the same as sprite numbers but are just used as reference numbers for the four at the bottom of the screen. Usually these four positions hold the same sprites as that which is being edited. It is possible to expand these sprites using the pull down menu. To alter the way that the sprite looks simply select the desired option from the menu followed by the corresponding sprite number (000-003).

Expanding **POSITION** from the menu followed

by a number allows you to move that numbered sprite around the bottom of the screen. This means that you can position the four sprites next to each other or even overlap them. This may not seem all that useful at first but it is possible to make each of these four sprites different. This means that you could define a large character of up to four sprites joining the sprites together at the bottom of the screen so that you can see what they look like. It is even possible to animate this section of the screen with the number option and the **G** and **R** keys. Choosing **NUMBER** followed by **00** will cause each of the four sprites at the bottom of the screen to become the same as the one being edited. If on the other hand after you enter a number greater than **00** you can set up animations.

Animation is quite difficult to explain and is best figured out with practice. However I will do my best to explain how to set up and use this special animation function.

When you enter a number greater than **00** for the number of animations after choosing **NUMBER**, the sprites at the bottom of the screen will change. If, for example, we have entered **01** and the current sprite was **040**, sprite **0** would be the same as the actual sprite

\$A0. Sprite 01 will be the same as \$A1. Sprite 02 will be the same as \$A2 etc. If we now press the keys 'W' and 'Q' we can increment and decrement the sprite numbers at the bottom of the screen giving the appearance of animation. If we press 'W', Sprite 00 will become actual sprite \$A1. Sprite 01 will become actual sprite \$A2 etc. If we had entered 04 after a CDRAWG instruction then the sprite would be incremented by four every time you pressed the 'W' key, i.e. sprite 00 would become \$A4. Sprite 01 would become \$A5 etc.

I did say that this form of animation was complicated but if you try it then I'm sure that it will fall into place.

Just in case you have problems with the type of animation there is a simpler form. This is the **AWAIT** instruction. This instruction will change all the sprites on the screen, including the large editing screen, in increments of one for a preset length. When you choose **AWAIT** you will be prompted at the top of the screen for the first sprite in the sequence and the last, then the sprites will be displayed in order. Pressing 'F' and 'J' will speed up and slow down the speed of the animation.

The sprite that is in the editing window can be moved within the editing grid with the keys specified elsewhere in this article.

If **WRAP-ON** is set what disappears off of one edge of the editing grid will appear at the opposite edge. If **WRAP-ON** is set then anything moved off the grid is lost.

sprites. The pull down menu option **CHAR-BANK** is used to specify which character bank you want to look at. (Should you want the normal Commodore characters then enter 0000 at the prompt).

COPY CHAR is used to position the desired character in the sprite grid. When this option is selected a large square cell, outlined in the sprite editing grid, this can be moved within the grid using the cursor keys. Once you have the block where you want your character to appear press **RETURN**. You will then be prompted for the character that you want to appear in the sprite. Try it by using the character set of 0000 and you'll see what the option does. Use **BACK/STOP** to exit the **COPY CHAR** option.

All change

It is possible to change one multi colour to another with the **SWAP COLOUR** option on the pull down menu. When selected this

now select the second colour in the same way. When **RETURN** is pressed the two colours on the screen will swap over. **DO NOT** use this option when dealing with lines, use the reverse option **CTRL-R** instead.

Character Screen Editor

Both of these editors are present on the same screen. The top half is the character editor while the bottom is used as a small window over a larger screen.

Quite a lot of information is present on this screen and it is worth studying the commented picture in order to find where everything is.

Again it is worth looking at some of the available commands. I have given a summary of them all can be found in Figure 3.

As with the sprite editor, characters can be edited in either multi-colour or hires mode, colour being chosen and changed as in the sprite editor.

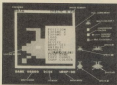
control between either the character editor or the background editor. You can see which mode you are in by seeing which cursor is flashing.

The background size is defined with the **WINDOW SIZE** option and the window can be anything from two by two characters upwards, the maximum in either direction being 255. Obviously your screen size is limited by the amount of memory available. If there is not enough room for your window then you will have to enter new values. I have made up to 32K of memory available for the window though I'm sure that you will find that you very rarely use this much. The two numbers in the middle of the screen, after the word **DATA**, show you where your window starts and finishes in memory.

One very important consideration for games programmers is where they are actually going to put their screen. The **BASE ADDRESS** option will prompt you for the base address of the background so that you can move it where you want. Do make sure that you don't overwrite any other programs in memory, such as the editor.

You may think that it is a little limiting to just see a small section of your total graphics screen at one time. I have therefore included the **"F"** command which will switch to a full screen display in which you can move around the background, movement being controlled by the cursor keys only.

It is possible to set up a border character which is displayed around the smaller editing window. I usually leave this blank though you may try different effects by putting fancy borders around the screen. This does not apply to full screen mode.



• Fancy sprites - games graphics at your fingertips

Characters and Sprites

The option that may seem a little strange is the ability to turn characters into

option presents you with the three multi-colour at the top of the screen. Move the arrow to the colour you want to swap and press return (use cursor left/right to move arrow)

Once you have entered a character you can place it anywhere within a defined background in the background editor. The 'J' key is used to move

Disk Commands

ID	Initialize disk
VD	Validate disk
FD	Format disk
RD new name to old name	Rename file
SD name	Search file

CHARACTER/SCREEN EDITOR

Cursor/Joystick	Move cursor
*/F6 (show)	Draw point
Space/F6 (del)	Delete point
F1	Joystick fire function
.	Next character
,	Previous character
C	Copy character
G	Go to character
1-3	Select current colour
Shift 1-3	Change colour
CLR	Clear character
L	Scroll character left
R	Scroll character right
U	Scroll character up
D	Scroll character down
Y	Flip on Y axis
X	Flip on X axis
CTRL R	Reverse character
J	Jump to background window

Background Mode

Left Arrow	Set top left of block
Cursor	Move size of block
Return	Set block
G	Get character under cursor
.	Place selected character

F7	Bring up menu
----	---------------

SWAP COLOUR BASE ADDRESS FETCH CHARACTERS

Swap multi colour over
Set start of background
Set where characters are in memory. 0000
is normal set.
Cursor to move block.
RETURN to select
RUN/STOP to exit

COPY SPRITE

SPRITE EDITOR

Most functions as for Character/Background Editor

F7	Bring up menu
CHAR/BANK	Where characters are stored Used by COPY-CHAR
COPY-CHAR	Copy characters into sprite Use cursor to move, RETURN to place and RUN/STOP to exit. LOAD wrap around ON/OFF
WRAP-SET	Use F to speed up, S to slow down
ANIMATE	

Painting a large area

When producing backgrounds it is quite usual for large areas of the background to be

repeated elsewhere in the backdrop. A CMD4 option is available that will allow you to grab a rectangular area of the backdrop and copy it to another position of the screen.

To use this mode you

should be in the background-editing section of the character editor. Move the cursor to where the top-left of the block to be copied is, and press the left arrow key (top right of the keyboard). Use the

cursor key to move the bottom-right of the area to be copied, and the rectangular area marked will be highlighted. Once the highlight covers the total area that you want to copy press the RETURN key. Now when you move around the background you will drag with you a copy of the block marked. You can place this anywhere on the backdrop by pressing F. RUN/STOP is used to exit this mode.

Saving and Loading

As I said earlier, it is possible to load any type of file into memory from the main menu. It is also possible to load any type of file from within any of the other editors as well. However, the UIC device is separate in each editor so you must change to each section of the program.

Even though you can LOAD any type of data from within any section of the program, you can only save each type of data from the correct editor. You must therefore get in the character editor in order to SAVE your user defined graphics. You must be in the background editor in order to save backgrounds.

Note

When you design a background, make sure that you keep within 64 of the screen size that is defined, since a screen that is supposed to be 60 characters wide will look rather silly if the screen is set to 231 characters.

That just about sums it up for the sprite editor. I am sure that you will find it very easy to use with a little practice and that you will find most of the instructions that you are already well versed in.

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W. L. THILKE

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THE FUNKY FISH

Greetings, kaddab, beins. I trust your donkeys are fully functional. Purple Fish Lord of Coor here. Actually my great eminence is not with you in that sense, but the armies of the Fish Lord will be with you soon. Thanks to last month's outrage by your Earthings, expect to see the assembled might of Coor appearing in your skies shortly. I compute that in exactly one year from now the bowls of heaven will descend upon the so-called Hameel of Hemperad, and totally exterminate the Henderson of TC infamy. Until that glorious day, here is the latest news from bowls around the country.

The Dimap Brothers have scored



work upon Speedball 2, although whether they will actually do any of the work this time (they didn't do any programming on Aemon II) remains to be seen. The sequel to the game of steel fists and high speed thuggery is due for release in September. Before then their current project, Cadover will be out in August.

Cadover is a pretty dim name for a game, which is surprising since Microsoft rejected the first suggestion by the Dimapping Boys. They wanted to call it Silly. The marketing plugs for this could have been legion. Go a Silly, waggle your joints.

Oscon Software is officially denying that it has its eye on the latest game from Taro, Line of Fire. This follows on from Operation Wolf



and Thunderbolt and features yet more 3-D machine gunning, but thankfully with some water. When pressed (up against a wall), PR-giftie Pam Griffiths giggled, "Oooh, I suppose if it comes up then we'll have to have it won't we."

Reviewer of graphically splendid software, Pygmalion is worried on the moment thanks to the collapse of CS3. CS3 was an American distributor that handled only games, and was Pygmalion's main US distributor. The company has crashed and the reviewer been called in.

You would have thought that there were enough computer magazines to fill a truck with at the moment, though the number may decrease shortly having caused the number of pages in certain 8-bit magazines recently. However, tabletops on the scene have confirmed that there is to be yet another magazine joining the fray, this one under the dumbername title



of The Complete Beginner's Guide to Games on Home Computers. There will be more words in the title than sheets in the glossy magazine, which is expected to retail for around £2.95. Expect the name to be cut down to size when someone realises how silly it is.

A final megagot for you Earthings, the main programming BOT has resurfaced after months of silence. Apparently his computer broke down. For months!

Gloog! Until the great bowl in the sky has revolved another 30 times, fare thee well fish lovers.

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